

TIFFANY STAR



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TIFFANY STAR is a bi-monthly amateur periodical published in support of the History of the Imperium Working Group (HIWG). The activities of HIWG are devoted to the development of the setting for Game Designers' Workshop's (GDW) science fiction role playing game of the far future, TRAVELLER. TRAVELLER is the registered trademark of GDW and is used with permission only. Portions of this periodical are derived from other TRAVELLER materials published by GDW or Digest Group Publications and are the copyright of the

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Articles and illustrations are welcome and encouraged. Send mail to Mike Mikes, TIFFANY STAR, 3124 75th Ave #3, Landover MD 20785.

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WHAT IN THE STARS

by Mike Mikes

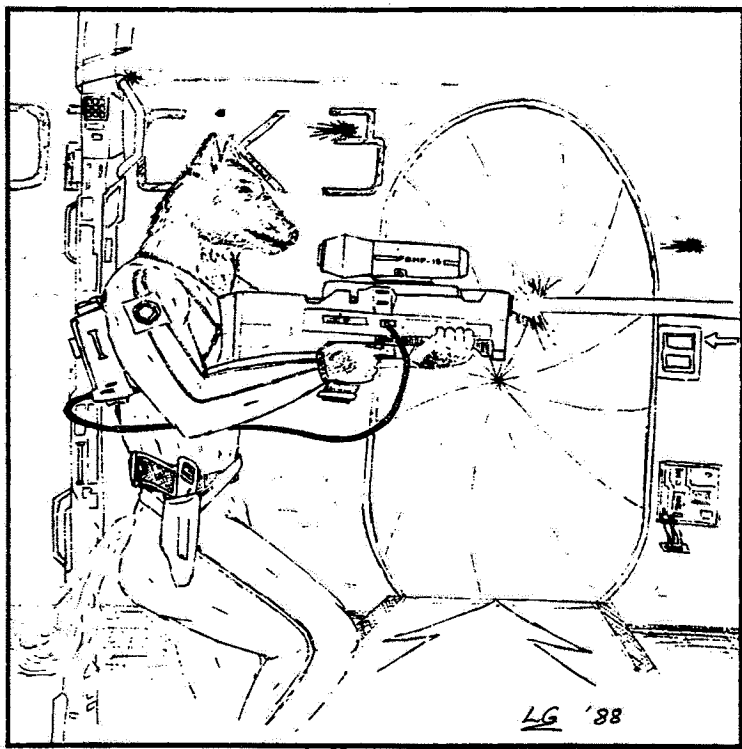
Atlanticon '88 was a very productive convention in that I was able to spend a great deal of time talking with Marc Miller and others members of GDW. Some of the results of these meetings appear in these pages, including some new material that's just sort of "official". Marc also expressed his appreciation of HIWG and in what we are doing for Traveller.

The inventory of submitted material for TIFFANY STAR well exceeded what could be included in this issue. Under these circumstances, I gave priority to those articles that might have the greatest bearing on development of Turning Point modules or otherwise focused on no particular faction. In other words, I selected articles that HIWGs in general ought to review or have an interest in. The remaining articles are still important and are technically in the queue for

publishing. But because of the limitations of TIFFANY STAR, Ed and I will probably have to consider additional means by which to circulate the material. But by no means let this impede you in submitting material.

Also included is Mike Jackson's outline for BACKLASH, a GDW product slated to come out before the Turning Point modules. Mike is looking for input. Ed and I are encouraging Working Group members to send their ideas and suggestions to Mike, and perhaps even participate in a dialogue to help develop the book.

TIFFANY STAR #6 will be out before November.



JULIAN PROTECTORATE

by Stephen Koehler

A substantial amount of work and discussions regarding the Julian Protectorate have been going on behind the scenes of HING. What follows is the item that really started the activity. - MM

THE JULIAN WAR

The Pacification Campaigns of 76 to 120 failed to achieve only one goal: The conquest of the sectors Meshan, Mendan, and Amdukan. These sectors, once administered by the Makhidkarun bureau of the 1st Imperium, were a fair mix of human and Vargr interstellar states, bound together through economics and unified by the Pacification Campaigns under the leadership of Julian of the Asimikigir Confederation.

At the end of the Pacification Campaigns, the League of Antares was established as an autonomous state acting as a buffer between the Imperium and the confederation of confederations in the unconquered sectors.

THE JULIAN PROTECTORATE

The Protectorate persisted after the war as an association of confederations united for purposes of trade and common defense.

LEADER: Commonly referred to as the Regent of the Protectorate, the current Regent is Garin Kaarishuu. Although less personally competent than her counterparts in other factions of the Rebellion, she is highly charismatic. This enabled her to become elected Regent, and is VERY handy when dealing with the Vargr members of the Protectorate. She relies on a competent bureaucracy to administer and guide the confederations under her care.

GOVERNMENT: The Julian Council, composed of representatives from the various confederations, decides long-range policy rather than dictating actions to the member worlds and groups (there are some one-world "confederations" in the Protectorate, but the larger the population of a confederation, the more pull it commands). Each confederation in the Protectorate is independent, no matter how large or small.

TERRITORY: Mendan and Amdukan sectors.

CONSTITUENTS: The main population of the Protectorate is composed of a human/Vargr mix of fairly even proportion. A large area of the Amdukan sector is the home of the Hikiru, a race of two meter tall intelligence saurians possessed of interstellar technology. Their membership in the Protectorate is quite recent (1110), although they have contributed to the Protectorate economically and socially for millennia.

IDEOLOGY

"Leave us alone."

Despite the campaign of 1117, when Protectorate fleets followed Brzk's desperate thrust towards Capital, the Protectorate normally has no ambitions other than to thrive in peace and tranquility. Furthermore, the Protectorate would rather forget Imperial troubles rimward while they struggle to protect what they have from the Vargr hordes. It was just such Vargr pressure which caused the withdrawal of Protectorate forces from Brzk's attack force in 1118.

SYMBOL OF THE JULIAN PROTECTORATE

Julian proposed that the ancient design of the Helmet in a triangle of crescents be the symbol of the super-confederation.

RELATIONSHIPS

The Protectorate has very few neighbors - the Vargr and the League of Antares, to be specific. When the

Protectorate withdrew its support from Brzk's bid for the throne, it drove a wedge between the two powers. Their relationship cooled considerably, leaving them neutral towards one another and generating bad feeling - Brzk thought he had been betrayed, and the Protectorate resented being led by Brzk into a dangerous conflict with little to show or it.

The Vargr are a large problem, since they see the Protectorate as a large target. Even the Vargr members of the Protectorate will fight invading Vargr to protect their interests.

NAVAL STRENGTH

Each world of the Protectorate provides for its own defense, building ships if it can and paying for Protectorate Star Legion ship patrols if it can't. The Star Legion is the standing military of the Protectorate, equipped with the most advanced (TL 14) ships, battlecarriers, and troops. In time of interstellar crisis, the Star Legion is the motive source (literally) of the Protectorate forces. Most of the spinal mounts found in the Protectorate are SDBs of the proven BIREME class, an amortized design of 25,000 tons standard. This uniformity in design and manufacture makes maintenance and supply easier, as well as providing for transport on board the Star Legion's huge CATAPHRAX class battlecarriers. The end result: A ready supply of spinal mount battleriders for the carriers. In the event of war, the carriers gather up battlerider SDBs and transport them to the battlezone. Normally, mobile forces consist of TRIREME class 75,000 ton battlecruiser squadrons and their escorts.

This saturation of space power is remarkable; only the Solomani Rim Fleet and the Corridor Fleet have as much strength and as little room to control as the Protectorate Navy. The small size and affluence of the Protectorate, combined with constant threat of Vargr incursion, make this possible. The forces committed to Brzk's attack strength comprised 2200 spinal mounts and attendant small vessels. This included nearly everything the Star Legion had capable of jump; it did not include perhaps another 500 spinal mounts left in Protectorate borders for internal defense and lack of transport. Some have accused the Protectorate and its member confederations of paranoid overspending; these critics have since been silenced, following the first repulses of Vargr raids ...

THE CAPITAL OF THE JULIAN PROTECTORATE

Asimikigir (Amdukan 0223 A6B4AB7-E A Hi)

Starport A, Medium, Dense, Wet World, High Pop,
Moderate Law, High Stellar)

GEPPETTO

One of the one-world "confederations" in the Protectorate is a Hiver research world studying the Hikiru. The main exports of the researchers had been high-tech electronics and sociological dissertations on Hikiru culture. The sudden plunge of the Protectorate into the chaos of the Rebellion brought the Protectorate government to the Hivers with the request that the Hiver manipulators provide analysis and "public disclosure policies" (translation: Propaganda) for the Protectorate government. The Hivers, always welcoming an interesting challenge, formed the organization known as Geppetto, named after a legendary puppet-master ...

WE, THE UNDERSIGNED, DO FORMALLY
JOIN THE DOMAIN OF ANTARES TO THE
JULIAN PROTECTORATE.

ARCHDUKE
OF
ANTARES

[Signature]

REGENT
OF THE
PROTECTORATE

[Signature]



Margaret's CURATORS' CORP

by Jefferson P. Swycaffer

Jeff's THE EMPIRE'S LEGACY is out. Buy it! - MN

Margaret, despairing of the Rebellion ending quickly, and strictly convinced that her role is best limited to fire-brigade and upholder of truth and justice, forms the Curators' Corp. A central Curators' Corp Academy is established on the desert world of Ergo in the Massilia Sector. (The location is a bit forward, but seems to be a small concentration of power and wealth.)

The Curators' Corp has the following charter:

I: The Preservation of Sentient Life: A Curator's urgentmost duty is to save lives, not merely by taking immediate emergency action, but also by

II: The Preservation of the Peace: A Curator's second most urgent duty is to maintain the peace, so that lives need not be threatened again, which also aids

III: The Preservation of Knowledge: A Curator's third most urgent duty is the preservation of records, of writings, of libraries, of databases, and of histories, so that, when the first and second most urgent duties are accomplished, families may be re-united, wealth and property restored, and rights fairly assigned to those deprived of them, and to this end they must pledge

IV: The Maintenance of Corps' Neutrality: A Curator's fourth most urgent duty is the maintenance of the corps' strict neutrality in all matters political and factional, so that no one shall have any reason of military or ideological purpose for denying a Curator access to any place where Lives, Peace, or Knowledge are in danger of extinction.

Charges are, of course, immediately leveled at Margaret, claiming that she has formed the Curators' Corp as an instrument loyal only to her, that the Curators are actually a secret service, that they harbor assassins, and so on, and so on, an endlessly tiresome list of ugly charges.

The Curators ARE nosy, pushy, and indefatigable. Their duties are to go ANYWHERE there is trouble, and to do what they can to help everyone, everywhere. Like the International Red Cross, they pay less attention to borders and boundaries than to the raw existence of need.

Following is a Character Generation Form for a Curators' Corp member. Corps membership is open to anyone of Social Level 4+ and Int 5+.

Enlist: 8+ DM +1 if Soc 8+; DM +2 if Educ 8+

Survival: 5+ DM +2 if Int 9+

Position: 7+ DM +1 if Educ 9+

Promotion: 6+ DM +1 if Int 9+

Ranks: Rank 1: Rescuer, Junior Grade

Rank 2: Rescuer, First Class Curators

Rank 3: Counselor

Rank 4: Advisor

Rank 5: Chief Advisor

Rank 6: Curator

Skill Tables:

Table 1	Table 2	Table 3	Table 4 (if Educ 8+)
1 +1 Endur	Admin	Medical	Liaison
2 +1 Educ	Recon	Leader	Medical
3 +1 Int	Vehicle	Computer	Computer
4 +1 Educ	Commo	Crisis Mngmt	Crisis Mngmt
5 +1 Int	+1 Soc	Liaison	Leader
6 Streetwise	Survival	Jack-o-T	Admin

All Curators' Corp members automatically get Survival-1. A Counselor automatically gets Crisis Management-1.

The Survival Skill applies specifically to survival in areas desolated by war: in cities that have been burned-out or bombed-out, in displaced-persons and prisoners-of-war camps, in relocation marches, etc.

The Crisis Management Skill gives beneficial DMs on reaction rolls for groups of people; using the skill, the Curator might be able to calm a riot, or to organize a panicked mob into an impromptu rescue effort. The skill is only useful on groups of people (in the neighborhood of 15 to 100 people, more if there is a way to be heard clearly) and only when the group of people is in the midst of a group crisis, such as a panic, a riot, etc. The skill will work when the group is stunned and shocked into immobility or helplessness, and can be used to give such a group a direction and a motive.

The following is a skeletal outline of an adventure. Due to laziness on my part, the adventure hasn't been fully fleshed out; this is no more than an outline.

The set-up I've postulated below is quite depressing. It's a real bummer, lemme tell ya. There are three reasons for this. First, it's dire and depressing in order to stimulate thought. This isn't a "hack and slash" kind of adventure, because the Curators aren't "hack and slash" kinds of people. Second, it's grim and unhappy because I find a kind of forlorn, Quixotic sadness in Margaret's crusade for humanity. The comparison to Jimmy Carter's presidency keeps returning: the boy from Plains was clean, decent, noble-minded, and performed atrociously. His emphasis on "Human rights" was entirely praise-worthy ... and ultimately very nearly fruitless. And third, the setting is unhappy because the whole of the Rebellion is pretty darned sad. (Ah, Strephon, we hardly knew ye ...)

For this setting, the recommended cast of characters is two to four Curators (of whatever rank), plus some back-up in the form of military or other character types to make up a team of five or six characters.

It is fairly early, let us say, in the existence of the Curators' Corps. The player characters, especially the Curators, are given to understand that it is extremely important to the Pretender Margaret -- to whom they have some personal feelings of loyalty -- the Corps earn its reputation for fairness and kindness. The mission, it is stressed, is humanitarian.

The scenario consists of several loosely related problems, all stacked bitterly atop one another. Solutions might not, in every case, be easy, or even possible to find. The solution to one problem might make other solutions easier ... or harder.

Background: The player characters are in possession of a small cargo ship, perhaps a Free Trader, perhaps something heavier. It is filled with small items that would vastly help people survive in a war zone. There are water purification chemicals, antiseptics, antibiotics, firestarters, tarpaulin film, ropes, lamps, and so on. Little of it is actually consumable, such as food or water, and none of it has any clear military value. One crate of consumables, however, is of obvious universal value: in it are several hundred thousand nutrient supplement tablets. These function as emergency starvation rations: One tablet will keep one person alive -- although at a very minimal level of energy -- for five days, and the dosage may be repeated indefinitely.

The player characters jump into a war-ravaged system in the wake of a recent planet-maiming battle. The conquering space-fleet has jumped out perhaps a week or two earlier. Standing guard over the world are only a few small fighting ships, plus a substantial number of heavily damaged warships and support craft in varying degrees of functioning. Many are simply drifting, as the victors of the battle lack the resources to begin any sincere salvage effort.

Continued on page 6

TURNING POINT ADVENTURES

Edited by Mike Mikesh

The following is the result of discussions with Marc Miller during Atlanticon '88 in Baltimore. He's reviewed this write-up as you see it here, and approved it pending further consideration.

Beginning late 1989, GDW is projecting to produce a series of modules that allow player participation in the resolution of Rebellion turning points. These will be 48-paged with a bound-in feedback card. Each adventure will deal with a potential major encounter that would establish a major outcome. The modules will also contain additional source material for continuing adventures.

These adventures are not intended to decide who will ultimately reunify the Imperium (if ever). That is over the horizon and well beyond GDW's consideration for now. Instead, these will lead to the arrangement we've seen in the "Peace Finally Comes - 1125" map. (For new members that don't have TS#1, it's not much different from the 1120 map in SOURCEBOOK.)

Borders are not HIWG's concern, not because GDW wants to retain control over that, but because the realities of the Rebellion have already decided them. By 1125, all sides are virtually exhausted, so about the only thing any faction can control is the space a couple subsectors from its capital. (Perhaps more to the point is that the 1125 borders have already seen print in that the Shattered Imperium Logo or Tiffany Star is a projection of the 1125 Map.- MM)

But everything else is still open. For example: Were the worlds of Illeish depopulated by bombardment? Does Vland become an economic dynamo? Is Daibei a political satellite of the Solomani? What influence has Brzk established with the Vargr and Julians? Did the "real" Strephon find an ally in Margaret? Is Lucan plagued with revolts? These are the important things and these can be decided by the Turning Point adventures. The ultimate fate of this region of space, be it reunification, permanent fracturing, or another Long Night, will be influenced by these outcomes, but later.

As we give thought to these adventures, the most important thing is that they be exciting to play. Just what they decide can be worked into each adventure as they're developed, if the adventures themselves don't already suggest outcomes. Each adventure should have about 5-6 rigidly defined possible results. Ideally, they should have a deciding impact on the outcome of major events (eg. intercepting a fake fleet surrender order). If not, the outcome of their activities should be viewed as representative of the general trend of events (eg. winning a single space combat is interpreted as the entire fleet having won).

How directly the players are involved will necessarily be limited. For instance, the player characters might be missioned to infiltrate and destroy Lucan's massive flagship with Lucan aboard. Its destruction might or might not have killed Lucan since this is decided by feedback cards. If feedback says no, then the interpretation becomes that Lucan escaped and may have pretended to have died for a time. Events cannot be as certain as holding a gun to Lucan's head and firing. There must be uncertainty so that the official results do not ruin on-going campaigns.

It is expect that contact with any major character will be rare. Most dealings will be through officers or bureaucrats, perhaps leading to a brief meeting with the major character in the end.

We also discussed at length his philosophy about how to write a module. Of course, this included the

elements that were discussed in earlier publications, basics, gimmick, pull, push, and the enigma. And there was much talk about structure.

The current objective is to shoot for an arrangement very similar to TRAVELLER ADVENTURE (although certainly not as long or in depth). You might have 5 scenarios (called "A" - "E") plus additional source material. "A" is played first. This introduces the group to the setting and gets them involved. The process of presenting the gimmick, pull, or push is often the vehicle for this. It can take a full third of the group's involvement with the module.

Scenarios "B", "C", and "D" make up the body of the adventure itself. They need not be presented in order. But they should all be played before the climax. It's even possible that there be many more than the provided adventures. The module could give referees ideas for additional adventures that can be inserted to extend the campaign. But these three should be the most important adventures and present information to the players that is key to the resolution of the climax.

Scenario "E" is the climactic scenario itself and the logical conclusion of the module. This is the last played regardless of the sequence of the previous scenarios.

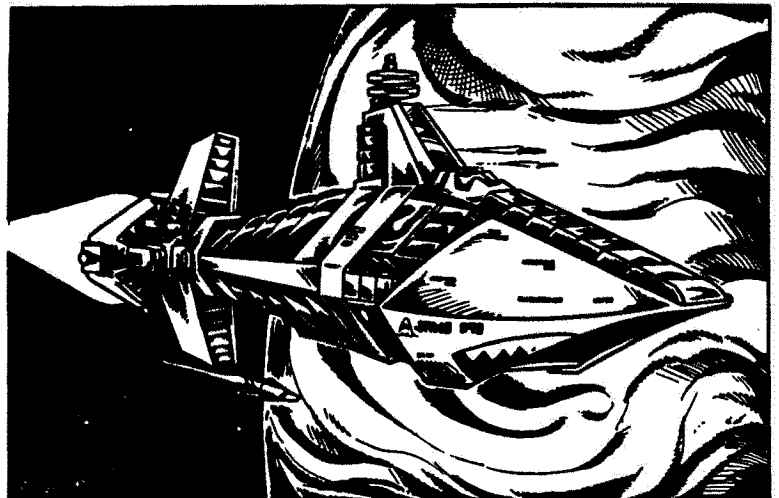
It's also possible to create just one solid adventure. But I have doubts as to the feasibility of this approach to decide several distinct results of the Rebellion.

"Jugular" -

Mark Gelinas offers the following Turning Point idea. "Geo", as he's more commonly called, is the editor of the monthly TIDENATER TRAVELLER TIMES, advertized in the DIGEST. He is also our Diaspora Sector Analyst and has already generated some excellent material I hope to include within TS in the future. - MM

The Starlane through Diaspora is vital to the Imperial war effort in the Solomani Rim. Imperial Naval Intelligence (probably working for Admiral Nile) must prevent SolSec agents from sabotaging vital links in this chain of worlds. This would be an ideal companion adventure to make use of CLOAK AND DAGGER material. The adventure could be set up in such a manner that players were Naval Intelligence, SolSec, or BOTH!

In speaking with Marc Miller at Atlanticon, I asked him if a Turning Point adventure should presume what side the player characters are on. His reply was yes, if only for the sake of the feedback cards. However, if "Jugular" was used as other than a TPA and designed particular for use with CLOAK AND DAGGER, what Geo is suggesting could be very exciting.



HIWG CHAIRSOPHONT LETTER

Dear Fellow Traveller:

The key efforts of HIWG for the next couple of years (or more, if fan interest continues) will be the development of Turning Point Adventures (TPA). Marc Miller has requested the TPAs (TS#2, page 1). A few ideas for TPAs are described in TS#3, page 2 and following as well as recent issues of TS. The order for the first three TPAs is established in HIWG Stuff #3 (HS3), page 12, and is reproduced below. How can HIWG be best organized to produce TPAs? Before getting into this, there is a side issue I should bring up.

Peripheral matters shall not interfere with the production of TPAs. I am as interested as anybody in the latest tech level 17 thickness of ship armor, the shape of the Parnento island on the planet Varris, and the floor show schedules for selected bars in the Fornast Sector. But these matters generally are not for HIWG. I am perfectly willing to act as broker between writers and the TRAVELLER fanzines or even the commercial magazines to pass on such information which might be useful elsewhere. Identification of what is and what is not peripheral is always a difficult decision. The aforementioned three items could well play a part in a specific TPA; equally they might be peripheral. Someone has to decide. Decisions in the Chairsophont are always discussable.

HIWG is already organized to produce TPAs! The Domain Analysts are the key to the organization. They can produce TPAs by working with their related Sector Analysts and pertinent State Analysts. The Domain Analysts are hereby charged with producing material worthy of a TPA. HIWGian authority commensurate with the responsibility is hereby granted.

TPAs on the current schedule and their major points of contact are:

TPA	Domain	P-O-C
Margaret	Sylea	Edwards
Antares	Antares	Mikesh
"Real" Strephon	Vland	Mikesh

The 1125 map in TIFFANY STAR #1 is official. It is the purpose of HIWG to help make it correct and valid. The purpose of the TPAs (other than being good MEGATRAVELLER adventures) is to determine those things that the 1125 map does not tell. For example, the 1125 map shows the Third Imperium, but does NOT tell who the ruler is. Is it still Lucan? Margaret's Stronghold, shown in the 1116 to 1120 maps in REBELLION SOURCEBOOK (GDW,88), does not appear in the 1125 map. Is Margaret ruler of the 1125 Third Imperium? The "Margaret" Turning Point Adventure should determine this. The TPA determines what the 1125 map does NOT show. In general, the 1125 map does NOT show: Who is the leader of what? Which factions are near collapse? What alliances exist?

To create a TPA, HIWG will: (1) determine the key question (What does the 1125 map NOT show?), (2) determine an adventure what will illustrate various answers to that question, (3) provide details of the adventure, and (4) pass the data on to the commercial house that will complete the design and provide the development of the product.

Anyone should feel free to interject their ideas on these or any subjects to: the Editor of TIFFANY STAR or Ed Edwards. Sending information to both is redundant. Virtually all HIWG related correspondence going to either Mike or Ed is photocopied for the other. We work closely together and try to stay in phase. We can and do agree (sometimes with lengthy discussion) on all facets of HIWGian effort. A letter from one is the same as a letter from the other. I am not above changing my mind in the light of additional data. Write to Ed Edwards; 1410 E. Boyd, Norman OK 73071.

HIWG: Working together to enhance the Rebellion!

(CURATORS - from p4)

The first problem is persuading the patrolling military units that the player characters should be permitted to land on the ravaged planet. If the victorious navy crews get a chance to board and search the player characters' ship, they may find that they'd like to impound much of the cargo.

The second problem might be encountered before or after the first one listed. There is a ruined and wrecked ship, a military vessel that was disabled in the fighting, which is now tumbling out and away from the planet at a rather high velocity. A rescue seems possible. This part of the adventure could go either way: if the ship is a relic of the winning side, then the officers in charge of this region of space might insist that the player characters perform the rescue. (It could be understood that shortages of materiel and other more pressing tasks have prohibited a rescue attempt before now.) If the ship is left over from the losing side, then a rescue attempt might be prohibited.

The third problem is on the ground, where the winning side has set up large prison camps. They are holding quick-and-dirty courts martial and sentencing soldiers who fought for the losing side to death. Since this is, technically, a civil war, soldiers for the losing side are, almost necessarily, guilty of treason. The conquering soldiers have set up an almost assembly-line quality system of questionings, trial, and executions.

The fourth problem is in another area in a burned-out city. An officer is trying to restrain his men, but they feel like going on a rampage. They're tearing into helpless civilian refugees, while their commanding officer is unable to control them. The officer asks — or perhaps commands — the characters to help him.

The fifth problem is a small team of soldiers of the defeated side, who have snuck into the prison camp in order to try to assassinate high-ranking officers from the victorious invaders. Camp security wasn't intended to stop anyone of sneaking IN to a prison, and now there are five or so training soldiers passing themselves off as refugees. The player characters learn of this, perhaps accidentally, and have to decide how to act.

I've purposely made this set-up fairly grim. I'm not sure I believe that war is as "pretty" as it seems in the STAR WARS movies. But also, I've made this into a series of morals/ethics questions, as has become quite the rage these days in games like "Ethical Pursuit." The typical "Ethical Pursuit" question involves trade-offs such as "Would you risk insulting a friend by pointing out how ugly their new shirt looks to you?" Well, the ugly trade-offs in the above adventure outline are more along the lines of "Do you co-operate with the conquerors of the planet, who killed million of non-combatants, in order to be able to help some of the victims of the battles?"

The parallels to the problems of forcing famine relief supplies through the military occupation and thus to the helpless in East Africa are also deliberate ...



COREWARD ETHNOGRAPHY:
HUMANS : VARGR
 by Mike Mikesh

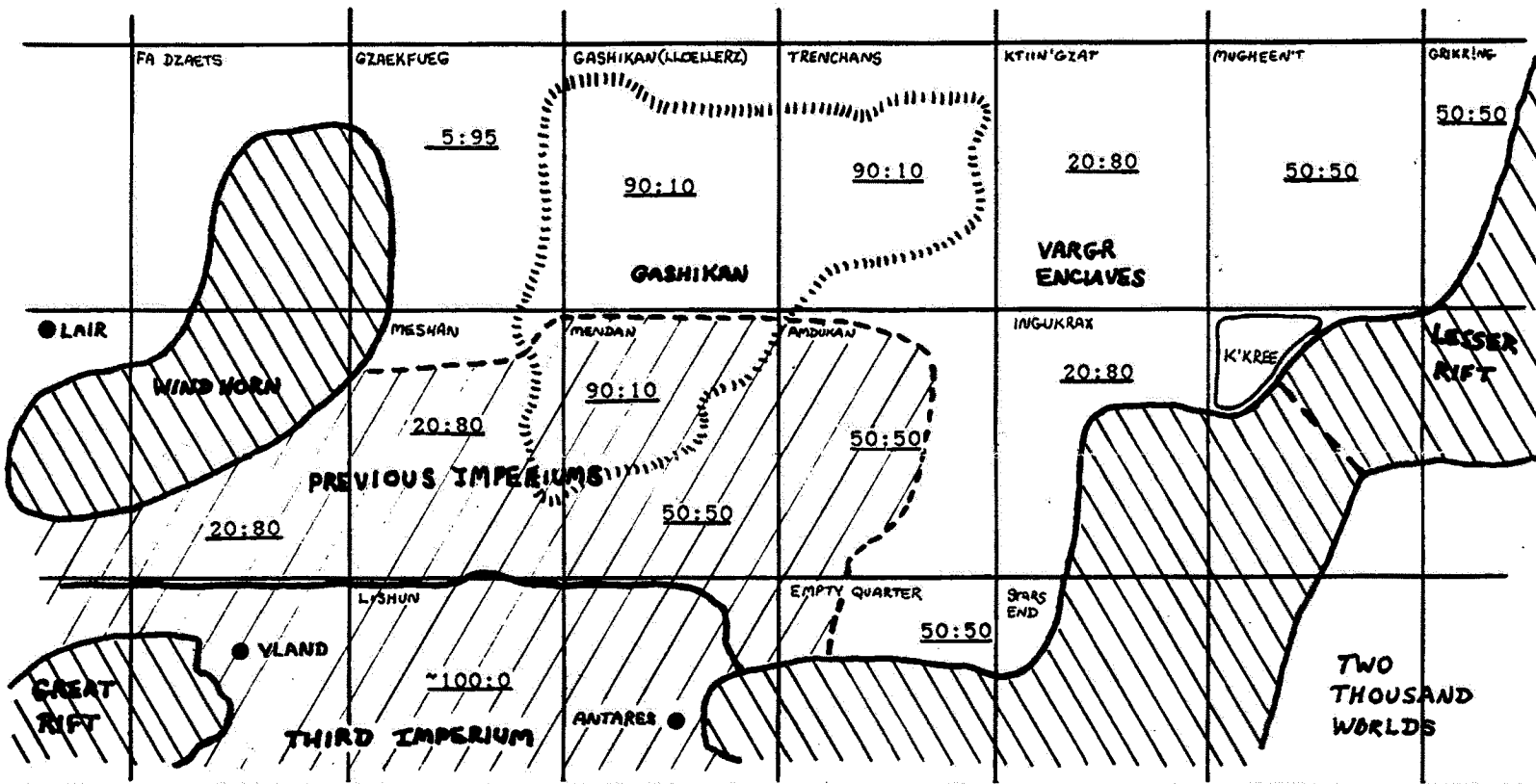
Below is a map showing the rough proportion by region of Humans to Vargr in the coreward sectors. Accuracy is +/- 5. This was the result of a lengthy discussion with Marc Miller about these populations during Atlanticon '88. The information is "publishable", which I take to mean that its short of "official" only because it has not seen professional print.

A particular question I raised was by what process the Vargr came to dominate the regions of space previously controlled by Humans of the First and Second Imperiums. The answer was population drift. There was no mass exodus of Humaniti through the Long Night nor

general massacres of Humans as the corsairs arrived. These coreward sectors might still have approximately the same number of Humans there were before the Long Night. It is just that there are now Vargr in addition. Otherwise, many things may be left much as they were.

Gashikan, and the comments about it that appeared on page 4 of ALIEN MODULE 3 - VARGR, were a major part of our discussions. Apparently there was an arm of Human space that turned violently against Vargr when the world of Gashikan (Gashikan 2731 A985A9B-D A) was sacked. Extreme race hatred kept the Vargr from settling in this region, dividing the trailing Vargr Enclaves from the spinward Vargr Extents.

(Incidentally, the Imperial name for Lloellerz sector is Gashikan and world Gashikan is at hex 2731, these also having been decided at Atlanticon. The above UWP was not reviewed.)



SOPHONTISM vs RACISM:
A SECOND LOOK
Charles S. Kimball

In TS#3, Ed Edwards proposed that one of the political causes of the Rebellion was the conflict between the doctrines of sophontism (tolerance of all sophonts regardless of their origin) and racism (the belief that one's own species is superior to others). Ed defined Strephon as a sophontist, while Lucan and Dulinor were labelled racists. Since he also asked HNW participants to share ideas on this I thought it would be appropriate to express my viewpoints on the ideologies of other factions in the Rebellion.

The non-Imperial factions (Aslan, Vargr, the "Trailing Threat", Zhodani, and especially Solomani) tend towards racism, and this will create problems for them in administering the Imperial worlds they have occupied. There are some sophontist exceptions, though. Use the table Ed provided if attitude has not already been determined by the referee or players.

Archduke Brzk of Antares is a sophontist, at least a classical one. His campaign for the Iridium Throne is based on the idea that there is room in the galaxy for both Humaniti and Vargr.

It is hard to say what Daibei's attitude is as long as they insist on being as neutral as Switzerland. I'll leave that question in the air until we get a Daibei sector analyst. (*That'd be Craig Sheeley. - MM*)

Margaret is definitely a sophontist -- it would go against her philosophy of good will to everybody if she wasn't!

Norris appears to be a sophontist; he is willing to negotiate with the Zhodani, and employ non-humans in his service.

The "Real Strephon" should be a neo-sophontist; if he isn't, it will be twice as hard to convince people he is really Strephon!

The Brothers of Varian come from many different backgrounds, both racist and sophontist, but the sophontists are probably in the majority because that would give them one more reason to oppose both Dulinor and Lucan.

The Vegans are unquestionably sophontist -- their whole political organization revolves around that concept, with each different culture or lifestyle ("tuhuir") accorded a department in the Vegan bureaucracy. See GDW's Adventure #9, "Nomads of the World Ocean", for an example of a human populated world in Vegan space that is represented in Vega's government with a separate tuhuir for each city.

Vland: neutral. Under the First Imperium the Vilani were quite touchy about letting other sophonts travel in space with better than jump-1 starships; furthermore, there are a number of Vilani supremacist groups (see the library data in issue #5 of THE TRAVELLERS' DIGEST) whose influence will increase as the re-establishment of "Ziru Sirka" looks more and more like a reality. While these factors incline the Vilani towards racism, they are cancelled out by the commerce currently going on between the Vilani megacorporations and the Vargr, a policy that is turning potential enemies into paying customers.

THE ASSEMBLY
by Mike Jackson

From an intelligence report sent to Emperor Lucan, 091-1119:

For the last year, an unknown group has been terrorizing Ley Sector with raiding, pillaging, piracy, and general mayhem. Known to the public as "the Trailing Threat" and the "Ley Sector Raiders," this force has caused severe disruption in the sector.

The following information has been gathered by Imperial Naval Intelligence:

The group is known as The Assembly, and originates from the Gateway sector. The Assembly has no worlds of its own, and is in fact a huge nomadic fleet of some two thousand ships, several hundred of which bear spinal mounts.

The origin of the Assembly is unclear. The core of the group was formed during the Long Night, when the population of a world in Gateway was forced to abandon it, for reasons unknown. They constructed a fleet of colony and war ships, and set out to conquer and colonize a new world.

For some reason, the fleet never did find a world. Instead, they constructed huge hydroponics ships and set to wandering about the universe. As time passed, various rejects and unattached peoples gradually joined the fleet, until it has reach a point where it is impossible to identify who is from where, and when.

The Assembly has a society and culture very similar to that of gypsies, nomads, and pirates. The fleet travels from system to system, buying and selling trade goods, refueling, and occasionally raiding. The arrival of the Assembly within a star system is always greeted with worry and tension.

Perhaps the most interesting aspect of the Assembly is their huge variety of starships. They come in all shapes, sized, designs, and ages. The largest is a heavily modified, one million ton WORLD class battle tender, - listed as destroyed in 1001 in Naval records. There are Solomani, Imperial, Hiver, and even the occasional Vargr ship. In addition, there are several extremely old vessels, including First Imperium intruder/scouts, and an ancient Terran space shuttle outfitted with a large fuel tank and maneuver drives.

The greatest puzzle is why the Assembly has, after almost four thousand years of wandering, suddenly decided to attack the Imperium. Intelligence reports indicate that their new leader, known only as "Damien", has pushed the fleet into Imperial Space. Whatever his reasons are, they remain unclear.

Though they Assembly is causing severe disturbance in Ley sector, their actual threat value is minimal. Worlds are pillaged, but not captured, and they are easily driven away. I am confident that the Imperial Reserve forces in the sector can promptly deal with these forces.

It should be noted that by 1125, most of Ley Sector had dissolved into non-aligned worlds under the thumb of the Assembly.

[From Marc Miller at Atlanticon, I learned that the "Trailing Threat" is meant as Dulinor's Commerce Raiders. But this isn't to say that the raiders came from Illeish. Its conceivable that they were hired from Gateway by Tranian's enemies with Illeish funds. Just what was hired could possibly be The Assembly. - MM]

PERSONALITY: DAMIEN

by Mike Jackson

Damien, First Citizen of the Assembly 988B6B Age 30
4 terms (Assembly) Born 1088 Cr Quite a bit
Skills: Leader-3, Ship Tactics-1, Persuasion-1, Blade-3,
Computer-0, Vacc Suit-0
Homeworld: none

Damien became First Citizen of the Assembly in 111B, when he passed the Test of Leaders and defeated the previous First Citizen in mortal combat. Since then he has initiated a massive change in the "way of the fleet".

Damien is power hungry. He is intelligent, a strong leader, self-centered, and likens himself to the great conquerors of history -- Alexander the Great, Napoleon, Arimishaar, Plankwell. Unfortunately for the universe, he is right.

Damien has started a program of sudden attack, pillaging, and quick retreat. Generally the tankers and hydroponics ships of the fleet will stay in an empty parsec of space while the rest of the fleet attacks, and then returns with the spoils. Every citizen of the Assembly, even the children, are warriors.

By 1125, Damien has completely destroyed all Imperial government in Ley Sector, and most of the worlds pay tribute to his fleets.

PERSONALITY: Duke Cyrus Djoulikian

by Charles Scott Kimball

Commodore (pre- Fifth Frontier War) 7C9DCE Age 30 (46)
7 terms (Navy; 1106) Born 1060 Cr enough
Skills: Fleet Tactics-4, Leader-2, Computer-2, Fwd Obs-1,
Ship's Boat-1, Vacc Suit-1, Gunnery-1, Electronics-1,
Admin-1, Ship Tactics-1, Mechanical-1, Jack-o-T-1,
Grav Vehicle-0 Travellers'

Sector Admiral (Early Rebellion) 7D9DDF Age 30 (58)
10 terms (Navy; 1118) Born 1060 Cr enough
Skills: Fleet Tactics-4, Leader-2, Computer-2, Fwd Obs-1,
Navigation-2, Ship's Boat-1, Vacc Suit-1, Mechanical-1,
Gunnery-1, Electronics-1, Admin-1, Jack-o-T-1, Pilot-1,
Ship Tactics-1, Linguistics-1, Grav Vehicle-0 TAS

Grand Admiral of Antares (Retirement) 7C9DCE Age 30 (65)
11 terms (Navy; 1125) Born 1060 Cr enough
Skills: Fleet Tactics-4, Leader-2, Computer-2, Fwd Obs-1,
Navigation-2, Ship's Boat-2, Vacc Suit-1, Mechanical-1,
Gunnery-1, Electronics-1, Admin-1, Jack-o-T-1, Pilot-1,
Ship Tactics-1, Linguistics-1, Handgun-1 TAS

The Grand Admiral of the Antares fleets was born in 1060 on Tephany (Lishun 2719). Coming from a minor noble family, he started out by inheriting a title of knighthood, Order of Antares. Since his family had acquired that title from generation of service in the Imperial Navy, young Sir Cyrus did not have trouble deciding what career he would go into some day. Enlisting in 1078, he soon proved to be a quick learner and a clever strategist; his rise upwards through the ranks was fast and predictable. In 1088 he received his first command, a Gazelle Class Close Escort. Later in the same year came his first battle experience; although his ship was reduced to little more than a floating hulk, he succeeded in stopping a Vargr corsair raid in its tracks.

The next 18 years saw Sir Cyrus Djoulikian serving in several sectors of the Imperium, steadily rising in both rank and social standing. When the Fifth Frontier War broke out he was a Commodore promoted to command of the 214th Fleet. Up until that time the 214th had been fighting a holding action, defending District 268 and

the Glisten subsectors from Sword Worlds ships; after he took over he launched an offensive that destroyed the Sacnoth Fleet and captured the worlds of Sting, Biter, and the four "Metal Worlds", effectively knocking the Sword Worlds Confederation out of the war.

When His Grace Brzk, Archduke of Antares, learned that a citizen of his own domain had changed the course of the war, he elevated Admiral Djoulikian from a Count to a Duke. He also pulled some strings after the war to get Duke Cyrus transferred to command of the Antares Sector Fleet, and here he served until the death of Strephon.

Cyrus has never been very interested in politics, and thus when Strephon was assassinated he refused to support any specific faction at first, content to serve whoever sat on the Iridium Throne. He did not even support his own patron when Archduke Brzk campaigned for the throne. That started to change, however, when Lucan withdrew the Lishun Sector Fleet, leaving the whole sector (and Admiral Djoulikian's homeworld of Tephany) open to Vargr invasions. Admiral Djoulikian realized that the new Emperor did not care for the interests of the Imperium's people. Not long after that, Brzk proposed secession from the Imperium to keep the Antares Fleet from being transferred someplace else, and he found his grand admiral agreeable to the idea. For the next eight years Brzk and Cyrus worked hand in glove to keep Antares independent. Admiral Djoulikian has stayed loyal to the Antarean cause ever since he committed himself to Brzk; he knows there is not future for him if Lucan regains control of Antares! Critics have accused him of wasting too many ships in battles and of not making full use of the fleet couriers, but the admiral has shown enough initiative and original thinking to come out on top most of the time.

By 1125 enough ships had been lost by every faction that peace broke out in one sector after another. Admiral Djoulikian announced then that he would retire in the following year, but he remains healthy enough to come back into action if duty calls any time in the near future. He is concerned about the fate of his relatives in Lishun (most of them he has not seen since 1112), and that could cause him to return to active duty. One possible idea for an adventure could use Cyrus as a patron, hiring the players to visit Tephany and find out what has happened to the Djoulikian family.

The admiral's main vice is anagathics: he has been taking them for most of the years since 1090. The expensive habit has eaten up most of the funds a high-ranking noble should have, but he managed to keep it secret for most of his career. In 1124 he survived an assassination attempt by an anti-anagathics fanatic; he quit taking the life-extending pills then, but he probably would have been forced to kick the habit before much longer anyway -- the disruption of commerce by the Rebellion is causing anagathic prices to go sky-high.

His wife of 15 years was killed in the same attack that threatened his own life in 1124. He has 3 daughters, ages 14, 10, and 3 as of 1125.



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BACKLASH: ADVENTURING IN THE IMPERIUM'S PAST

BACKLASH could be either 48 pages or expanded to the new MEGATRAVELLER size by (as suggested by Mike Mikesch) making it the definitive guide to Imperial history. I would like it to be profusely illustrated, and divided as follows:

INTRODUCTION: Will describe the supplement. Discusses reasons for and potentials of adventuring in the past. Will also mention possibilities of links between campaigns at different times (the low-berth has definite possibilities). Past adventures are good for: lowering TL and removing all those obnoxious fusion guns, providing new exciting setting, giving historical background, giving interesting one-shot adventures (which come in handy every once-in-a-while).

BACKDATING: Gives rules for how to set up a historical campaign, such as: figuring out political/social situation, backdating maps/UWP's, backdating TL's, backdating character generation (solomani before the Imperium, etc.), and reffing historical campaigns (how to deal with players knowing history or changing history). Will also include lots of info on the Vilani- ie: alien module stuff.

HISTORICAL DATA: Will give an in-depth examination of Imperial history, including six to ten maps of charted space at various points in history. Will also include data on TL progressions (when each race reached each TL), and military outfitting progressions (from BOOK 4: MERCENARY).

ADVENTURES: Will include six to eight in-depth adventures. Each will have sections on the setting (maps etc.), rules for that era (vehicle designs, essays), and information on turning the adventure into a campaign. An introductory section will talk about various eras and why they would make good settings, including: The interstellar Wars (in the Solomani Rim), The Long Night (anywhere), The early Imperium (on its frontier), The Zhodani core expeditions, the Solomani Rim War, the Civil War, any frontier war, etc. Some possible in-depth adventures:

- During the First Interstellar War. Players helping establish a colony, must fight the environment, a nasty native predator, and a hidden Vilani outpost. Extra data will include a map of sol subsector at the time, a Terran colony ship design, and an essay on colonization techniques.

- During the Long Night. Two adventures- one dealing with humans in the Dark Nebula facing Aslan expansion, one dealing with Easter Concord recontact efforts (the latter being along the lines of LEVIATHAN). Extra data will include a map of one of the two sectors, and essays on early Aslan history and on the Easter Concord.

- During first years of the Imperium. Characters stumble upon last-ditch effort of the Interstellar Confederacy (DIGEST 9) to destroy the new Imperium. Extra data includes a map of Capital and essays on the Sylean Federation and the Interstellar Confederacy.

- During the Civil War. Characters are hired to infiltrate the Imperial Palace. climax in destruction of the palace of Martin II. Extra data includes map of palace.

- During the psionics suppressions. Characters are psionics trying to find safety, become involved in setting up of psionics institute. Extra data includes text of suppression orders and an essay on the workings of psionics institutes (this may be negated by the WREKT psionics book).

- During the Solomani Rim War. Characters are Solomani agents trying to survive the siege of Terra and establish a branch of the Phoenix Project. Extra data includes map of Terra and a discussion of the events of the War (like the ones in SPINWARD MARCHES CAMPAIGN).

THE FUTURE IMPERIUM: A very short section on setting adventures in the future, including a bit about the Imperium in 1300 (without revealing the outcome of the Rebellion) and equipment lists for high-tech weapons and devices.

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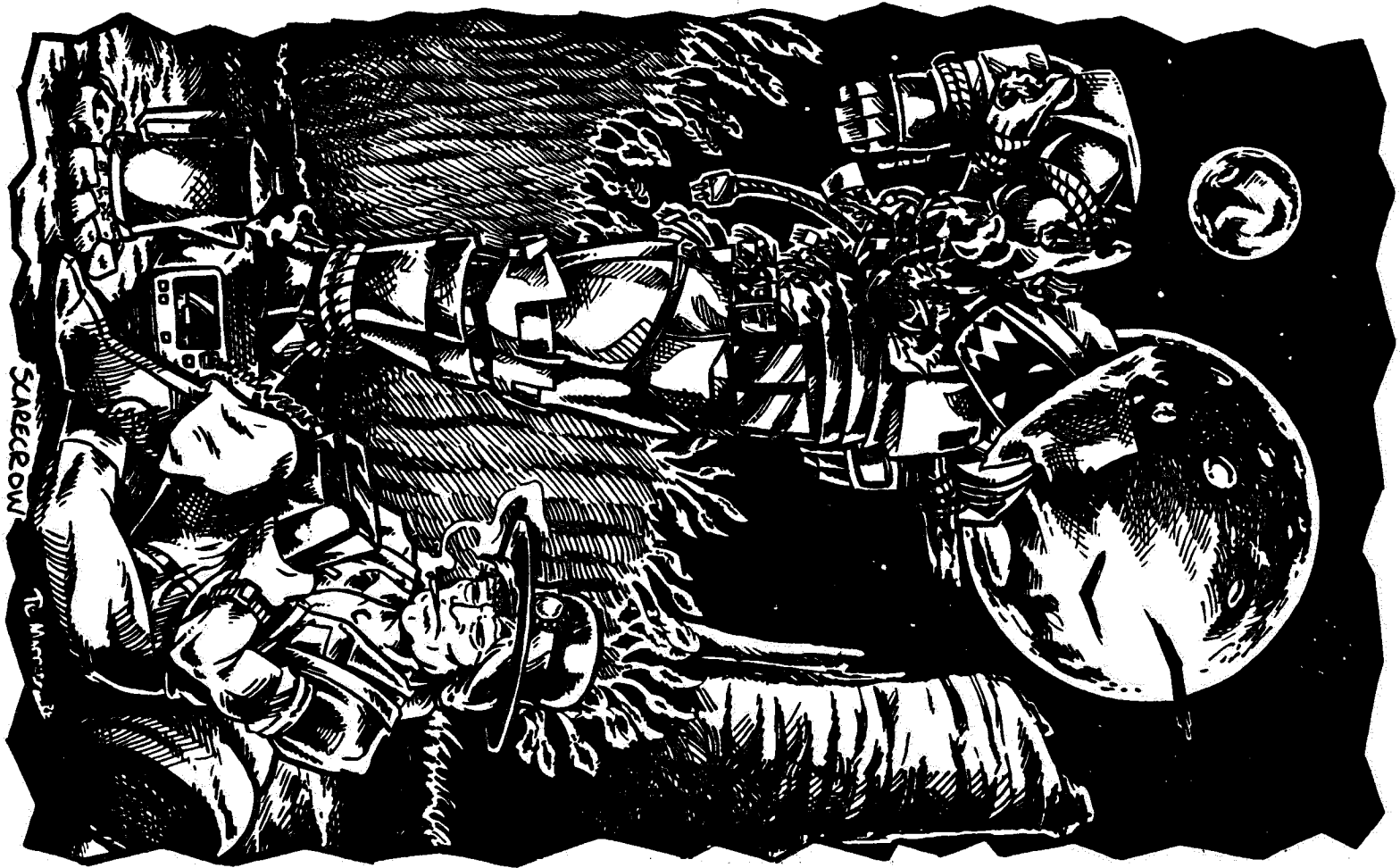
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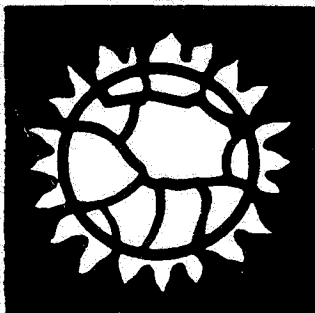
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